PRO BOXING SIMULATOR

Loading - **ST/AMIGA**

A500 - Insert disk and switch on computer. The title screen should appear within 10 seconds.
A1000 - Load kikstart 1.2/1.3 as normal then insert disk on workbench prompt. Title screen should appear within 10 seconds.

Loading - **ATARI ST**

Switch on machine and insert disk immediately.(the game will load automatically)
N.B..Please ignore the "disk drive indicator' and "power indicator" which may be turned off during loading.

IMPORTANT Look after your disks carefully

KEEP it in your original box and in a cool dry place (not in direct sunlight or rain).

NEVER switch the computer ON or OFF with the disk in the drive. KEEP your disk write protected and SWITCH OFF your computer for 30 seconds before loading a new game. (to avoid a virus from other disks)

DON'T put the disk near any magnetic field (eg. on top of TV, near Stereo speakers).

THE AIM OF THE GAME

Defeat each of your opponents over a 15 round fight.

In the two player game you and a friend play head to head against each other.

In one player mode you are placed against five of the worlds greatest boxers: Easy Eddie, Mild Mike, Tricky Tim, Tough Ted and Killer Kev. You must defeat all five opponents to become the boxing champ of the world.

Pro Boxing is an extremely accurate simulation, All of the official boxing moves are allowed including jabs, body punches and upper cuts, however, it is also possible to use a few unofficial boxing moves including kicks, head butts and groin punches. Use these moves wisely, the referee only has to catch you 3 times and you will be disqualified.

CONTROLS
JOYSTICK

	ACTION
Left	Move Left
Right	Move Right
Up	Upper-Cut
Down	Crouch
Down/Left	Low guard
Down/Right	Body punch
Fire	Jab or Body punch depending on distance
Hold Fire & Down	Punch up
Hold Fire & Left	High guard
Hold Fire & Down/Left	Kick (Foul)
Hold Fire & Down/Right	Groin punch (Foul)
Hold Fire & Up/Right	Head Butt (Foul)

Moves above are for a right facing character
Moves are reversed for a left facing character

Press P pause
Press Escape to Quit (ST)
Press Q to Quit (Amiga)

HINTS AND TIPS

* Work out your opponents weak points.
* The referee doesn't see much when he's asleep!
* Ignore the cries from the crowd.

HELP LINES

NEW RELEASE INFO LINE 0898 555 000
(Tells you what is being released this month)

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

SPECTRUM, AMSTRAD, C64	
DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096
SLIGHTLY MAGIC	0898 555 050
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 051
ATARI ST AND AMIGA	
TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090
FANTASY WORLD DIZZY	0898 555 078
SEYMOUR IN HOLLYWOOD	0898 555 010
SPIKE IN TRANSYLVANIA	0898 555 051

Call costs 36p per minute during off -peak time and 48p per minute at all other times. (GREAT BRITAIN ONLY)

CODEMASTERS

Credits	
Design	Michael & Terry Simpson
Coding	Shane O'Brien
Graphics	Mike Muskett and Keith Ross
Music	Allister Brimble
Project Director	Tim Miller
Production	Stewart Regan and Shân Savage

PRO BOXING

Simulator

WORLD RANKING TITLES

GREAT ACTION

KNOCKOUT! FEATURES

CROWD NOISE

GLAMOROUS GIRLS

CHAMPIONS

Climb into the international arena of world class boxing.
All the W.B.A. official rules and features!
Introducing "sly" Rocky in the red corner....Dodge, punch,
weave, jab, and upper cut your way to victory!
An incredible boxing simulation! You'll need
stamina and skill.
...It's **absolutely knockout!**

AWSOME OPPONENTS

"This game has all the Action and
ætement of the real thing"-Tim Miller.

ATARI ST 520/1040/MEGA
PRO BOXING

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CODEMASTERS™

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